DRUIDS VS BEELZEBUB

Druids are powerful spellcasters that share a special connection with nature and wildlife. As with the other Classes in ***Massive Darkness 2***, Druids feature unique gameplay mechanics to express their powerful transformation effects and all the components necessary to show off those powers at the table. The Druid Class includes 3 Animal Form miniatures: Bear, Eagle, and Raccoon.

Each miniature represents one of the different Animal Forms the Druid can shapeshift into and thus gain that animal's natural skills and abilities.

SETUP

- Choose a level 1 skill, take the Druid Dashboard and place it near the Hero Dashboard. Take the 3 Animal Form miniatures (Bear, Eagle, and Raccoon) and place them on top of their respective slots on the Druid Dashboard.

- Take the 3 Druid Track tokens and place them on their corresponding tracks on the number 2 (also indicated by a white ring).

ADDING THIS EXPANSION

This expansion contains 1 additional Roaming Monster and new items. To include them in the game, simply shuffle these cards into their corresponding decks. This expansion features components of levels 6-10 and Legendary Treasure cards that are only used when playing in Campaign Mode (available in the Heavenfall expansion).

Swarm Tokens: When adding Beelzebub to the game, keep a pool of Swarm tokens close to the other tokens. If Beelzebub requires a Swarm token placed on his card, but there are none available, do not add any tokens.

CAMPAIGN MODE SPECIAL RULES

Some of the Druid's skills require the Druid to spend points from multiple tracks at the same time (which is a particularity of these skills). For those skills **only**, the Druid is allowed to spend points from tracks of Animal Forms they're not currently in, but the Druid must still be in the Animal Form required by the skill (denoted by the icon).

Example: *The Druid has the Mighty Bear skill unlocked. While in Bear Form, they can spend 1 Brawn, 1 Ferocity, and 1 Flow to trigger its effect (but the Druid must be in the Bear Form to use this).*

GAMEPLAY

Transformation and Forms: The Druid can assume 4 forms. Their Original Form (represented by the Hero the player has chosen) and the 3 Animal Forms (represented by their corresponding miniatures).

Once per turn, the Druid may Transform into any form other than their current one, immediately activating the form's corresponding Transformation effect (listed below the Animal Form miniatures slot). Each Animal Form has a few limitations and is unable to perform certain actions as listed below:

- **Eagle:** Can't perform Recover or Trade actions. Can't Interact or Open Doors.
- **Bear:** Can't perform Recover actions. Has only 1 MP for each Move action (but may still gain more MP through abilities or other effects).
- **Raccoon:** Can't perform Recover or Attack actions.

When the Druid transforms into an Animal Form, replace the Druid's current miniature (Hero or animal) with the corresponding Animal Form miniature in the Druid's current Zone. Remove the current miniature from the Tile returning it to its original place.

When the Druid returns to their Original Form, replace the animal miniature in their current Zone with the Hero miniature and return the animal miniature back to its slot on the Druid Dashboard.

Druid Heroes have a Transformation effect of their own when returning to their Original Form.

***Example:** Berko begins the turn in his Original Form. But, deciding that he needs to increase his offensive power, chooses to Transform into his Eagle Form this turn.*

Replacing his Hero miniature in his Zone with the Eagle miniature, Berko places his Hero miniature on the Eagle slot on the Druid Dashboard. Next, Berko activates the Eagle's Transformation effect, Peck. Rolling 1, he can deal Wounds equal to to any Enemy in range. While in Eagle Form, Berko can spend 1 from his track to gain 1 on an attack. But, with his hands replaced by talons and wings, Berko is unable to Recover, Trade, Open Doors, or Interact while in this form.

Ferocity, Brawn, and Flow Tracks: The Druid has 3 tracks on their Druid Dashboard. At the start of each Druid's turn, increase each track by 1, **except for the track of the Druid's current form** (for example, if the Druid started their turn in Eagle Form, they would not increase the Ferocity Track). Some abilities and effects may require the Druid to spend points from these tracks. The Druid can only spend points from these tracks if they are in the corresponding Animal Form.

At the start of your turn, increase each of these tracks by 1, except the current Form. During your turn, once per round, you may Transform.
Eagle
Transformation • Peck: Roll 1 .
Deal Wounds equal to to 1 Enemy in range.
Can't Recover, Trade, Interact, or Open Doors.
Ferocity Track
7 8 9 10
4 5 6
0 1 3
Attack 1 : 1
Bear
Transformation • Roar:
May move 1 Enemy in range 1 Zone.
Can't Recover and has only 1 MP per Move action.
Brawn Track
7 8 9 10
4 5 6
0 1 2
Combat 1 : Ignore 1
Raccoon
Transformation • Assist:
Each Hero in range gains 1 .
Can't Recover or Attack.
Flow Track
7 8 9 10
4 5 6
0 1 2
Move 1 : +1 MP

Example: *Berko, currently in Eagle Form, starts his turn and increases the tracks on his other 2 forms, Bear and Raccoon. Going to the Druid Dashboard, Berko's player moves the Brawn and Flow Track tokens up by 1.*

Skill Cards and Animal Forms: The Druid has a number of skill cards that only function while in certain Animal Forms. These cards are indicated by the corresponding animal icon on each side of the card. When the Druid Transforms into an Animal Form, players should place each of the corresponding skill cards they've unlocked with the matching animal icon under that Druid Track as a reminder. Don't forget to check both sides of the cards!